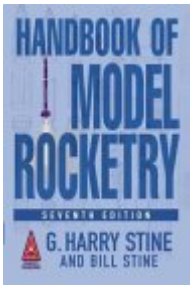
Model Rocketry Books

Here is a selection of books on various aspects of model rocketry.



Handbook of Model Rocketry (NAR Official Handbook)

A fully updated new edition of the bible of model rocketry and the official handbook of the National Association of Rocketry G. Harry Stine was one of the founders of model rocketry and one of its most accomplished and respected figures. His Handbook of Model Rocketry has long been recognized as the most authoritative and reliable resource in the field. Now fully updated and expanded by Harry's son Bill Stine, who inherited his father's passion for model rockets, the new Seventh Edition includes the many changes in the hobby that have occurred since the last edition was published, such as new types of rockets, motors, and electronic payloads, plus computer software and Internet resources. This new edition also includes new photos and a new chapter on high-power rocketry.
G. Harry Stine, founder and one-time president of the National Association of Rocketry, started the world's first model rocket company, whose kits are now in the Smithsonian. Bill Stine, also a model rocket expert, is the founder and president of Quest Aerospace Inc.

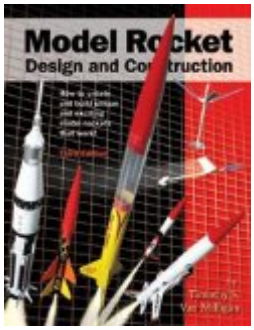
Create Fantastic Rockets That Really Work! This book has been written for modelers who have experience building kits, but want to build their own rocket designs. Here, you'll learn some of the techniques that aeronautical engineers use to design and build real rockets and aircraft.

These basic guidelines will allow you to construct successful and safe rockets without going through an expensive trial-and-error process. Your rockets will look fantastic, fly to high altitudes, and will be safely recovered to be launched again and again.

This is the most up-to-date book ever written on the subject of model rocket design, with 566 drawings and 175 photographs to help you understand the in-depth topics. You'll also learn: how to design scale model rockets, payload carrying rockets, and the techniques of successful clustering and staging of rocket engines. Also, the different types of rocket recovery systems are extensively discussed, with extra emphasis on gliders - and the first and only guidelines ever written on the subject of helicopter recovery. The glossary of over 500 rocketry terms is still the most extensive ever printed!

This new third edition doubles the size of the second, and has information-packed pages that contain dozens of new illustrations, photographs, and a chapter on "Flight Testing." There is also a section on rocketry inventions to give you even more ideas for making awesome looking rockets.

Whatever your rocketry design needs, this book is for you.



Model Rocket Design and Construction. How to create and build unique and exciting model rockets that work Create Fantastic Rockets That Really Work! This book has been written for modelers who have experience building kits, but want to build their own rocket designs. Here, you'll learn some of the techniques that aeronautical engineers use to design and build real rockets and aircraft.

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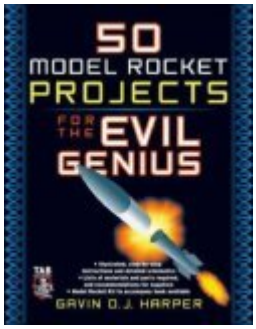
PVC Rocket Engine: A do-it-yourself guide for building a K450 PVC plastic rocket engine.

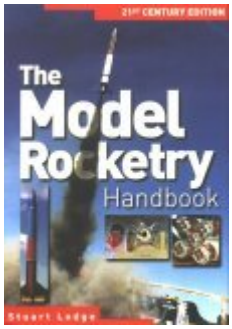
In just a few hours anyone can build a powerful PVC plastic rocket engine that will send a rocket soaring over 5000 feet! Detailed instructions show you how to build the engine, make the fuel and connect it all together. Hundreds of illustrations and easy to follow step by step instructions make this book an essential part of any do it yourself library. You'll be amazed how exceptionally simple and inexpensive it is to make a rocket engine that will take your hobby to the next level and beyond.



50 Model Rocket Projects for the Evil Genius

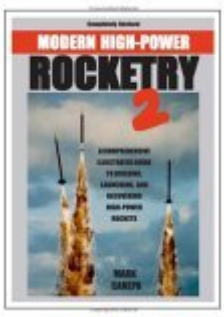
Book Description
The fun, hands-on way to learn about rocket science
Yes, as a matter of fact, is IS rocket science! And because this book is written for the popular Evil Genius format, it means you can learn about this fascinating and growing hobby while having run creating 50 great projects. You will find a detailed list of materials, sources for parts, schematics, and lots of clear, well-illustrated instructions.

- Projects include a camera rocket, video camera rocket, hydrogen-fueled rocket, UFO, and more
- Projects start out basic and gradually become more sophisticated
- Perfect for science fairs and school projects



Model Rocketry Handbook: 21st Century Edition

For sheer excitement, the launch of a model rocket takes a lot of beating. The tension of the countdown, ignition, a blast of flame and smoke and your creation boosts skywards. The spectacle of a detailed scale rocket hurtling skywards then either drifting down on a recovery parachute, or a high-performance boost glider circling in a thermal current immediately brings to mind thoughts of interplanetary travel and the infinity of space.



Modern High-Power Rocketry 2

This Second Edition of Modern High-Power Rocketry contains more than 800 photographs and illustrations specifically created to introduce the model rocket enthusiast to the exciting world of high power. Completely rewritten, photographed and designed, this book provides tips and simple advice on motor retention, ejection charges, the high-power launch and building your first Level One, Level Two and Level Three rockets.